WARHAMMER

THE ISLAND OF BLOOD

Skaven Clanrats

	M	Ws	Bs	S	T	W	I	A	Ld
Clanrat	5	3	3	3	3	1	4	1	5
Qretch Toothsnapper	5	3	3	3	3	1	4	2	5
Skreem Warptaker	5	3	3	3	3	1	4	2	5

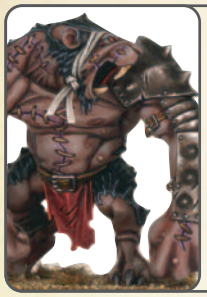
Equipment: Light armour, spear, hand weapon, shield.
Regiments: One regiment consists of 20 Clanrats with spears, including a musician, standard bearer and Clawleader Qretch Toothsnapper. One regiment consists of 20 Clanrats without spears, including a musician, standard bearer and Clawleader Skreem Warptaker

Skaven Weapon Teams

	M	Ws	Bs	S	T	W	I	A	Ld
Warpfire Thrower	5	3	3	3	3	1	3	2	5
Poisoned Wind Mortar	5	3	3	3	3	1	3	2	5

Equipment: Heavy armour, hand weapon.
- The Warpfire Thrower uses the rules for Fire Throwers on page 114 of the rulebook.
- The Poisoned Wind Mortar uses the rules for Stone Throwers on page 114 of the rulebook.

Unit Type: Infantry.

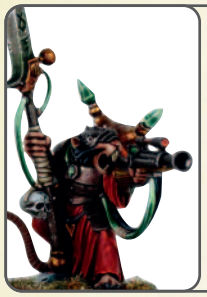


Skaven Rat Ogres

	M	Ws	Bs	S	T	W	I	A	Ld
Rat Ogre	6	3	1	5	4	3	4	3	5
Master Moulder Greel	6	5	3	4	4	2	5	2	6

Equipment: Claws.
- Master Moulder Greel has light armour and a hand weapon.

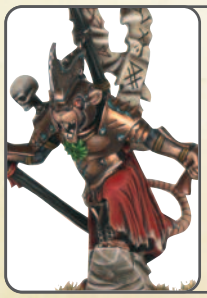
Special Rules: Frenzy, Fear.
Unit Type: Monstrous Infantry.
Regiment: The regiment consists of two Rat Ogres and Master Moulder Greel.



Warlock Engineer Ratchitt

	M	Ws	Bs	S	T	W	I	A	Ld
Ratchitt	5	3	3	3	3	2	4	1	5

Equipment: Pistol, halberd.
Special Rules: Level 1 Wizard (who always knows *Warp Lightning*, which is a Magic Missile causing D6 Strength 5 hits, and is cast on a 6+).
Unit Type: Infantry.



Warlord Verminkin

	M	Ws	Bs	S	T	W	I	A	Ld
Skreet Verminkin	5	6	4	4	4	3	7	4	7

Equipment: Heavy armour, hand weapon, halberd, Talisman of Protection (see page 175 of the rulebook).
Special Rules: Inspiring Presence.
Unit Type: Infantry.

High Elf Lothern Sea Guard

	M	Ws	Bs	S	T	W	I	A	Ld
Lothern Sea Guard	5	4	4	3	3	1	5	1	8
Sea Master Althin	5	4	4	3	3	1	5	2	8

Equipment: Light armour, spear, hand weapon, bow, shield.
Special Rules: Always Strikes First.
Unit Type: Infantry.
Regiment: The regiment consists of 10 Lothern Sea Guard, including a musician, standard bearer and Sea Master Althin.

High Elf Sword Masters

	M	Ws	Bs	S	T	W	I	A	Ld
Sword Master	5	6	4	3	3	1	5	2	8
Bladelord Kalaer	5	6	4	3	3	1	5	3	8

Equipment: Heavy armour, great weapon, hand weapon.
Special Rules: Always Strikes First.
Unit Type: Infantry.
Regiment: The regiment consists of 10 Sword Masters, including a musician, standard bearer and Bladelord Kalaer.

High Elf Ellyrian Reavers

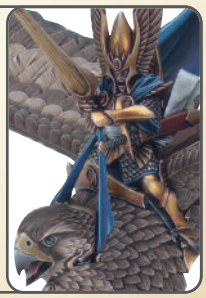
	M	Ws	Bs	S	T	W	I	A	Ld
Ellyrian Reaver	5	4	4	3	3	1	5	1	8
Eltheus Farsight	5	4	5	3	3	1	5	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

Equipment: Light armour, spear, hand weapon, bow.
Special Rules: Always Strikes First, Fast Cavalry.
Unit Type: Cavalry.
Regiment: The regiment consists of five Ellyrian Reavers including Eltheus Farsight.

High Elf Mage Caladris

	M	Ws	Bs	S	T	W	I	A	Ld
Caladris	5	4	4	3	3	2	5	1	8

Equipment: Hand weapon, Staff of Channeling (see page 176 of the rulebook).
Special Rules: Always Strikes First, Level 1 Wizard (may choose from any Lore of Magic).
Unit Type: Infantry.



Prince Althran Stormrider

	M	Ws	Bs	S	T	W	I	A	Ld
Althran Stormrider	5	7	6	4	3	3	8	4	10
Sharpclaw	6	5	0	5	5	4	5	4	7

Equipment: The Armour of Fortune (see page 174 of the rulebook), hand weapon, lance.
Special Rules: Always Strikes First, Inspiring Presence.
- Sharpclaw may Fly, is a Large Target, and causes Terror.

Unit Type: Ridden Monster.

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